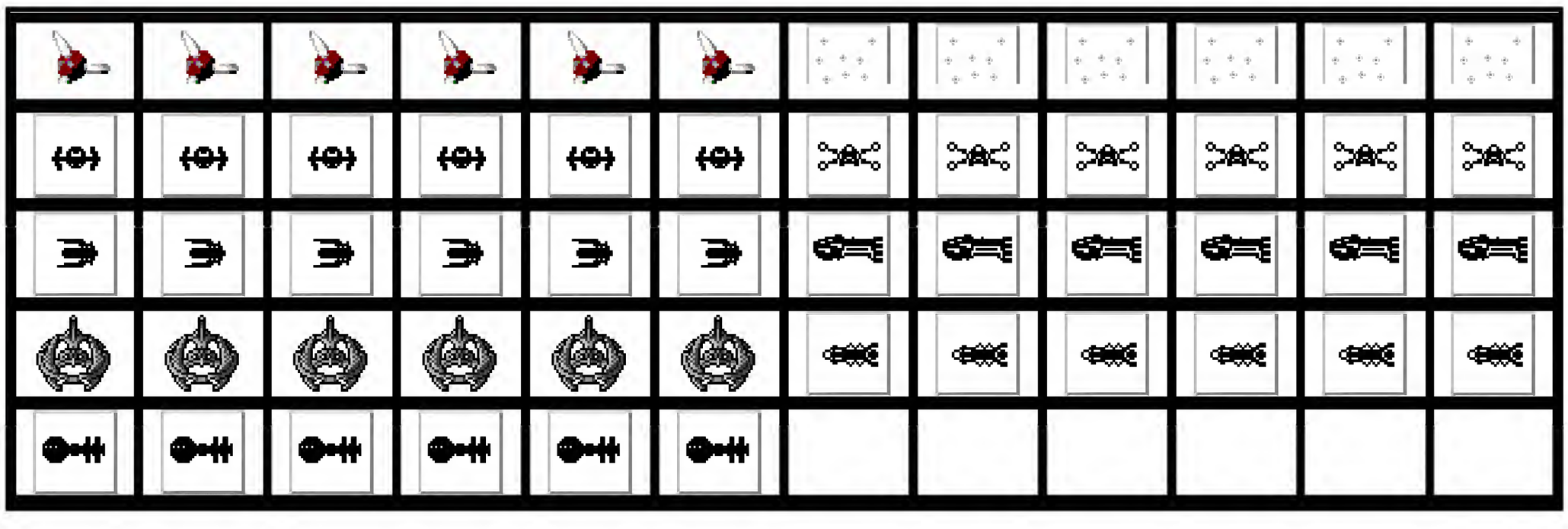
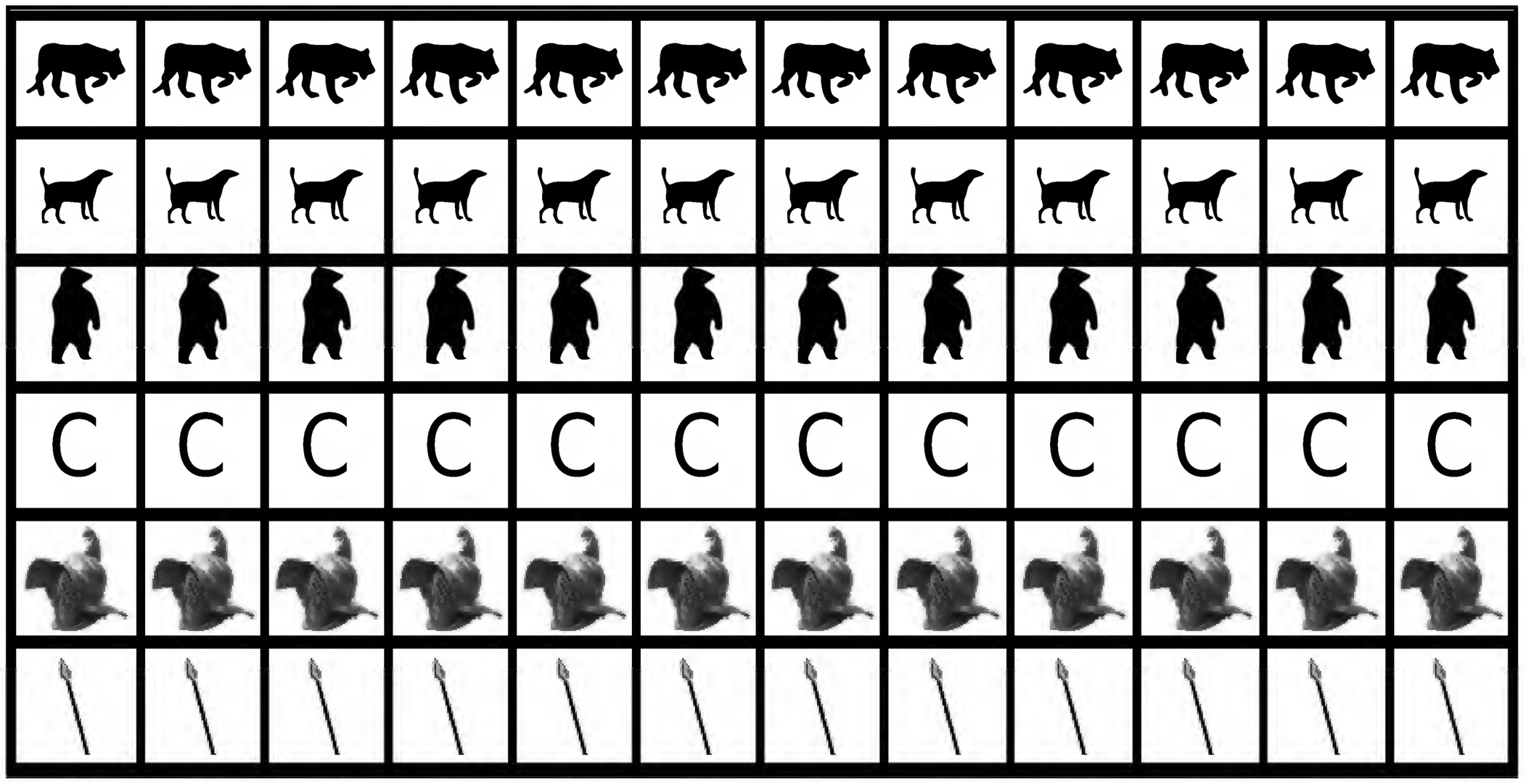
CounterSpace Cards and Counters

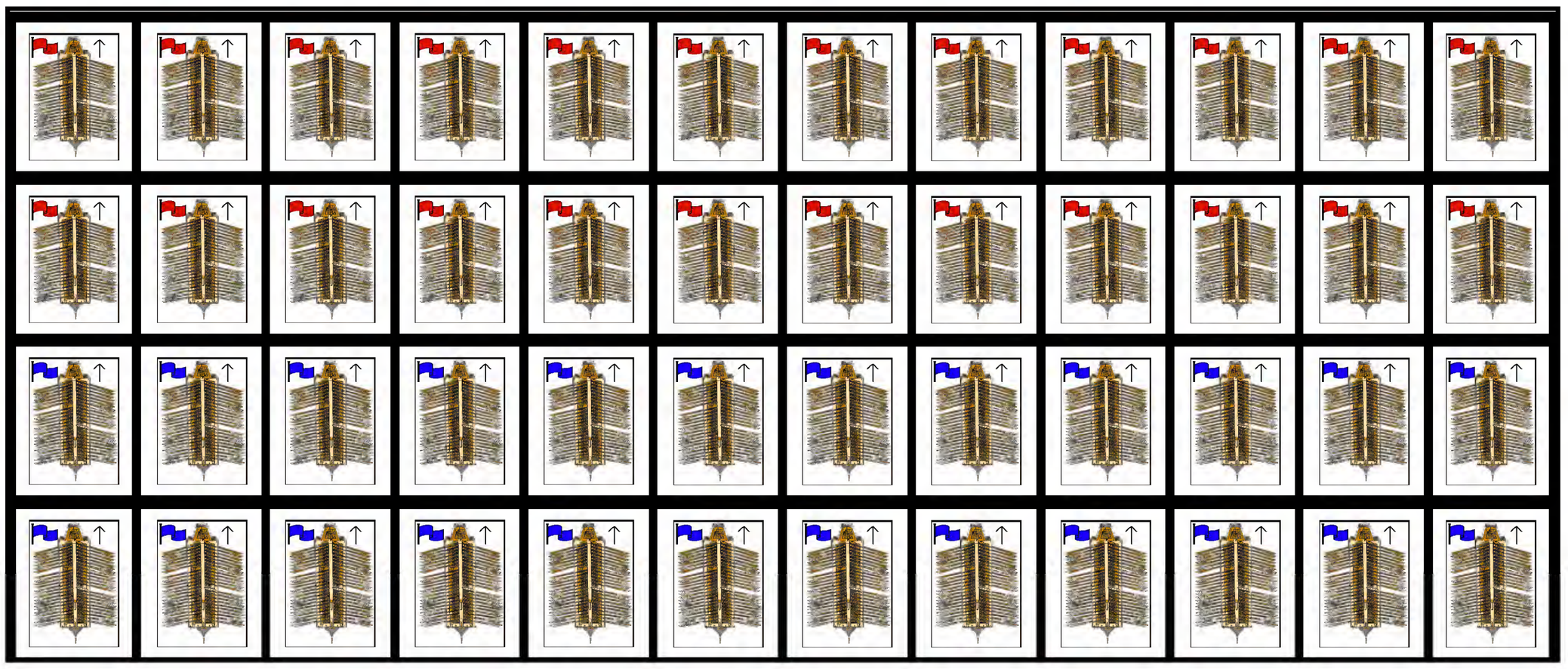
Name: Battleship DEF: 2 MOV: 2 E: 6 Shields:6 Hull: 12 Attacks: a1r1e1 a2r3e2 a3r2e2 a4r3e4	Name: Destroyer DEF: 2 MOV: 2 E: 4 Shields:4 Hull: 8 Attacks: a1r1e1 a2r3e2 a3r2e2	Name: Gunship DEF: 2 MOV: 3 E: 3 Shields:3 Hull: 6 Attacks: a1r1e1 a2r2e2
Name: Mines DEF: 2 MOV: 0 E: 1 Shields:0 Hull: 1 Attacks: a1r1e1	Name: Poh Defender DEF: 2 MOV: 3 E: 2 Shields:1 Hull: 1 Attacks: a1r1e1	Name: Poh Fighter DEF: 2 MOV: 3 E: 1 Shields:0 Hull: 1 Attacks: a1r1e1
Name: Star Base Alphalpha DEF: 2 MOV: 0 E: 8 Shields:4 Hull: 20 Attacks: a1r1e1 a2r3e2 a4r3e4 2 bays, 8 torps: ATT + MOV 3 RNG 6	Name: Torpedo Platform DEF: 2 MOV: 0 E: 0 Shields:0 Hull: 1 Attacks: 1 bay, 4 torps: ATT + MOV 3 RNG 6	Name: Wazza Fighter DEF: 2 MOV: 3 E: 2 Shields:1 Hull: 1 Attacks: a1r1e1
Name: DEF: MOV: E: Shields: Hull: Attacks:	Name: DEF: MOV: E: Shields: Hull: Attacks:	Name: DEF: MOV: E: Shields: Hull: Attacks:

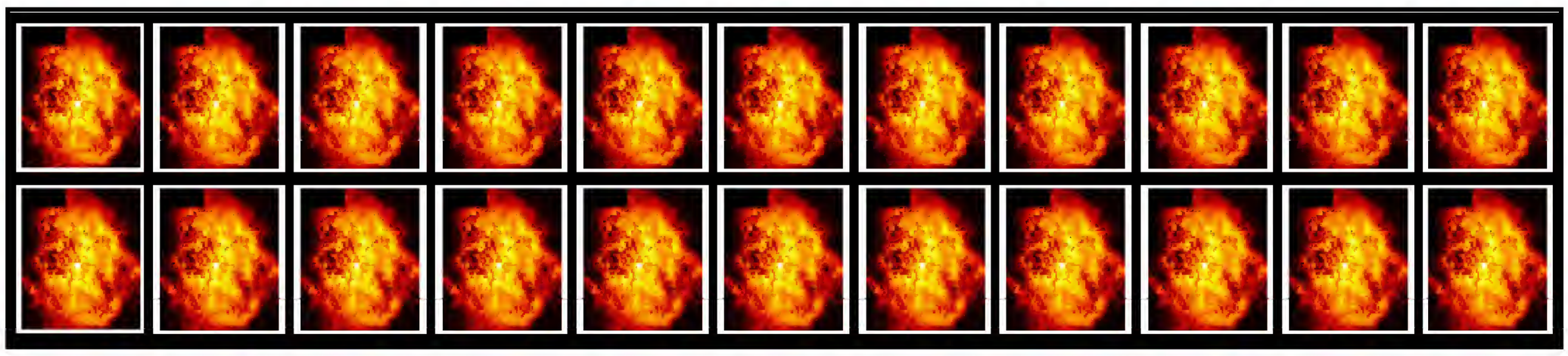


Arena Counters



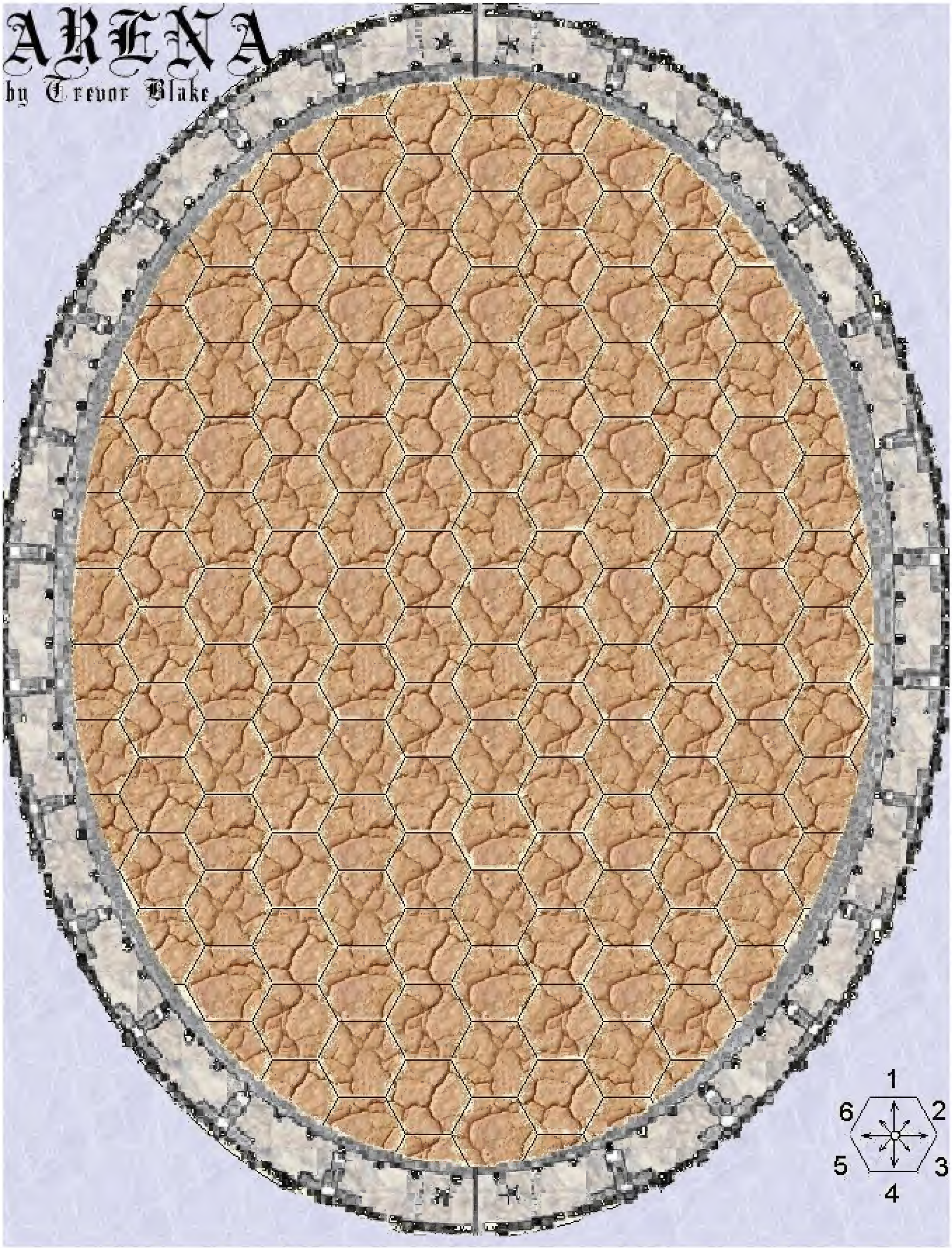
Greek Fire Counters

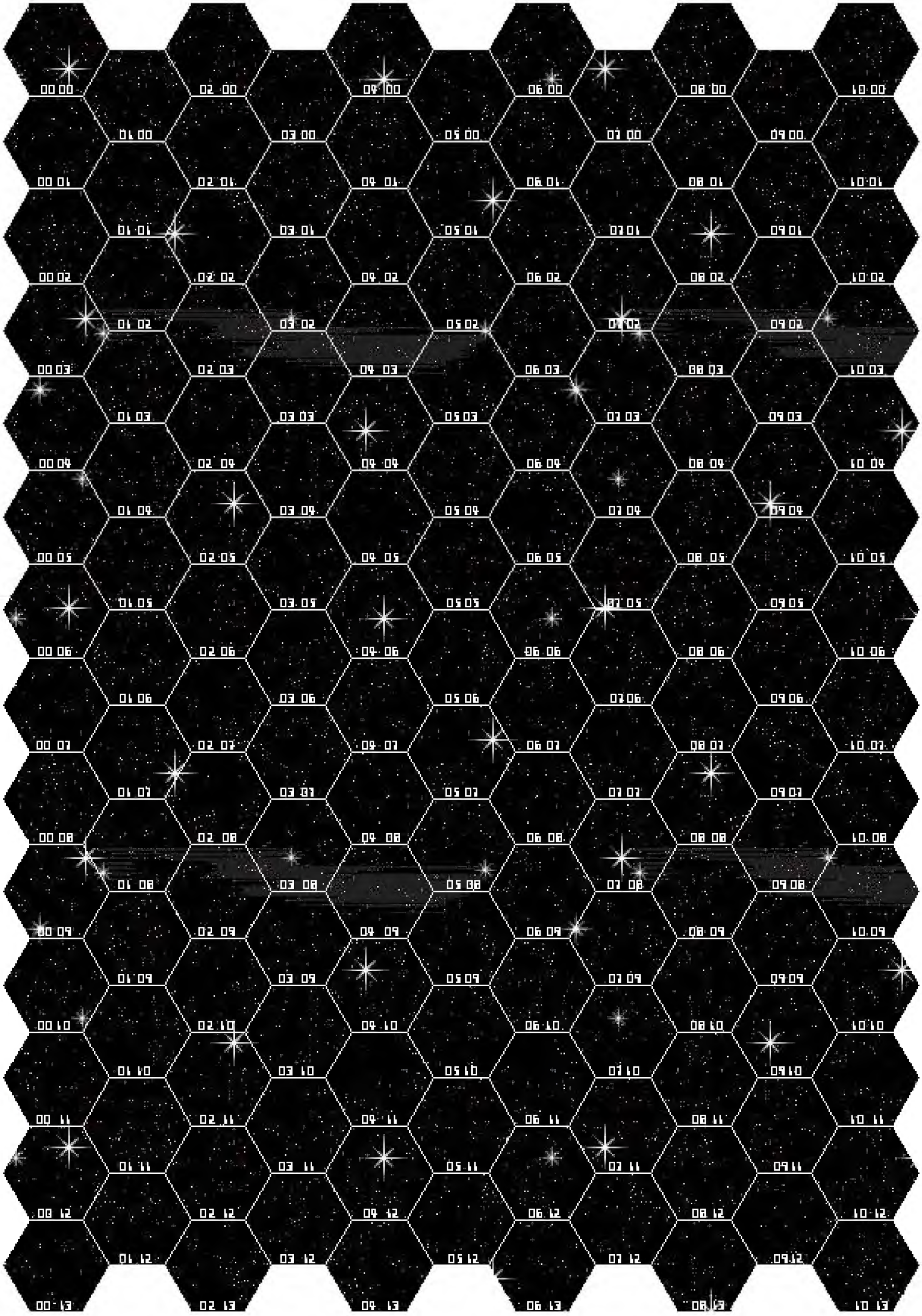


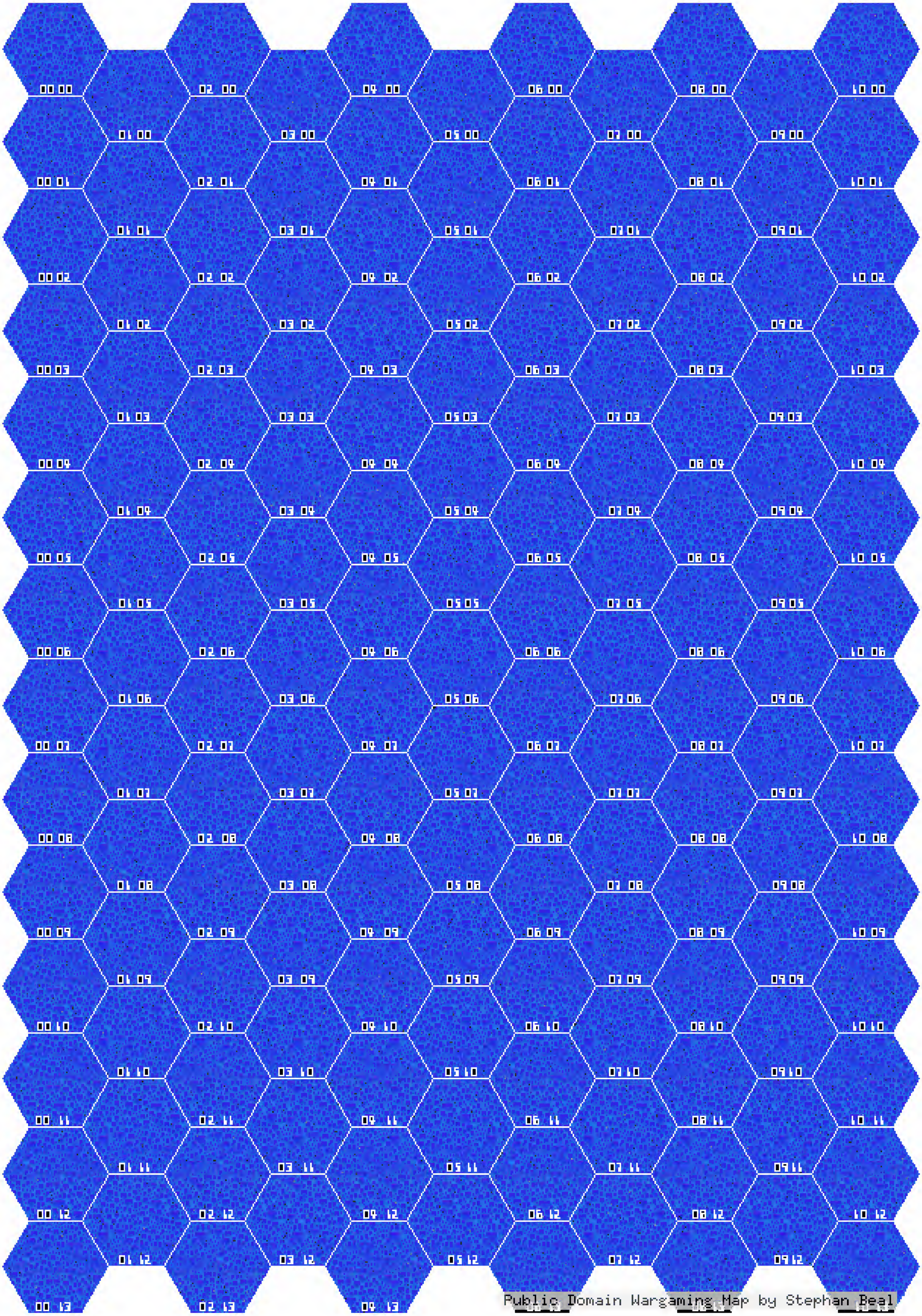


ARENA

by Trevor Blake



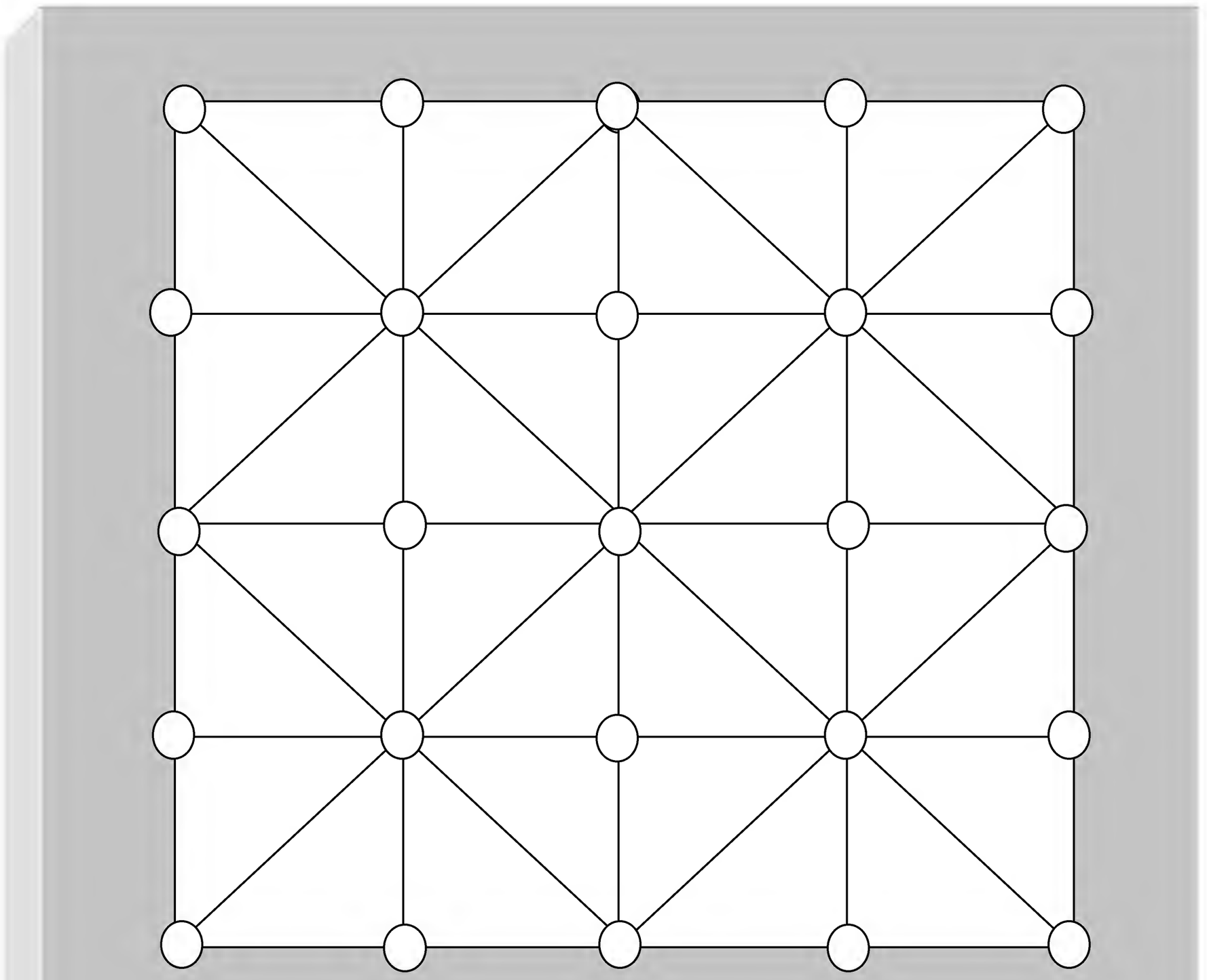


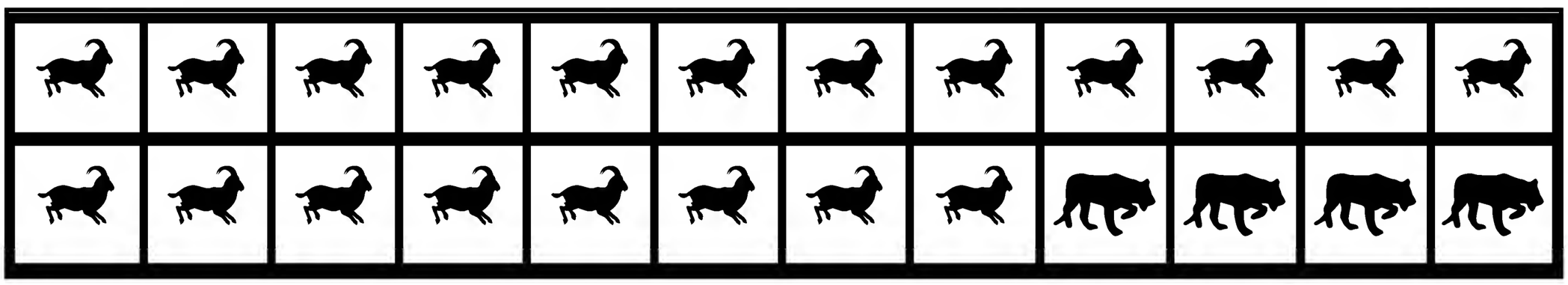

00 00
02 00
04 00
06 00
08 00
10 00
01 00
03 00
05 00
07 00
09 00
00 01
02 01
04 01
06 01
08 01
10 01
01 01
03 01
05 01
07 01
09 01
00 02
02 02
04 02
06 02
08 02
10 02
01 02
03 02
05 02
07 02
09 02
00 03
02 03
04 03
06 03
08 03
10 03
01 03
03 03
05 03
07 03
09 03
00 04
02 04
04 04
06 04
08 04
10 04
01 04
03 04
05 04
07 04
09 04
00 05
02 05
04 05
06 05
08 05
10 05
01 05
03 05
05 05
07 05
09 05
00 06
02 06
04 06
06 06
08 06
10 06
01 06
03 06
05 06
07 06
09 06
00 07
02 07
04 07
06 07
08 07
10 07
01 07
03 07
05 07
07 07
09 07
00 08
02 08
04 08
06 08
08 08
10 08
01 08
03 08
05 08
07 08
09 08
00 09
02 09
04 09
06 09
08 09
10 09
01 09
03 09
05 09
07 09
09 09
00 10
02 10
04 10
06 10
08 10
10 10
01 10
03 10
05 10
07 10
09 10
00 11
02 11
04 11
06 11
08 11
10 11
01 11
03 11
05 11
07 11
09 11
00 12
02 12
04 12
06 12
08 12
10 12
01 12
03 12
05 12
07 12
09 12
00 13
02 13
04 13
Public Domain Wargaming Map by Stephan Beal

Bagh Chal

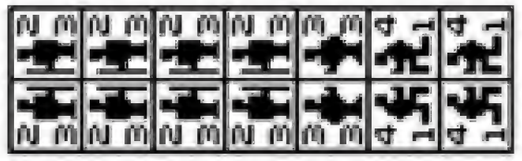
How To Make The Board:

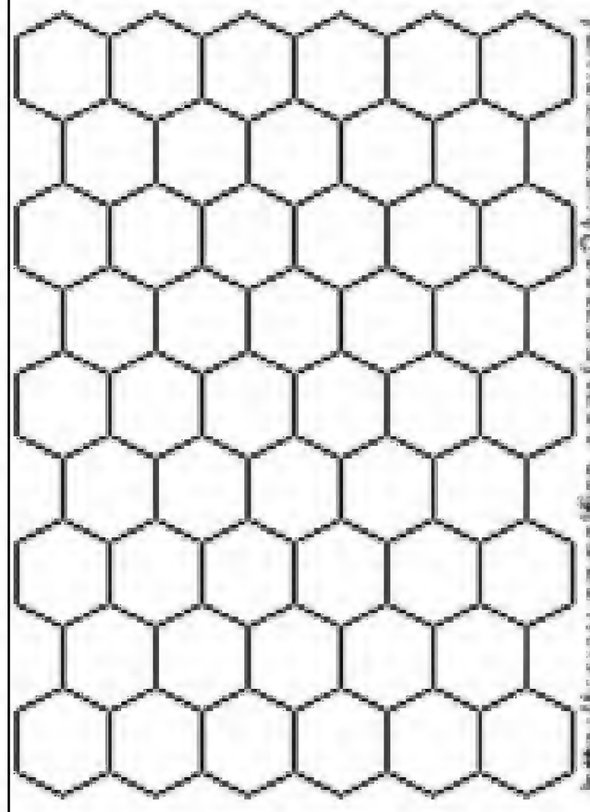
1. Draw a square 4u x 4u (u = any unit)
2. Divide the square into 16 squares 1u x 1u by drawing three vertical lines and three horizontal lines through the square.
3. Draw a diagonal from the upper leftmost corner to the lower rightmost corner.
4. Draw a diagonal from the upper rightmost corner to the lower leftmost corner.
5. Draw a diagonal from the center of the left side to the center of the topside.
6. Draw a diagonal from the center of the topside to the center of the right side.
7. Draw a diagonal from the center of the right side to the center of the bottom side.
8. Draw a diagonal from the center of the bottom side to the center of the left side.





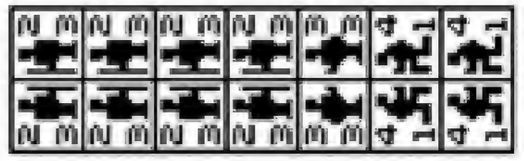
WARP SPAWN GAMES

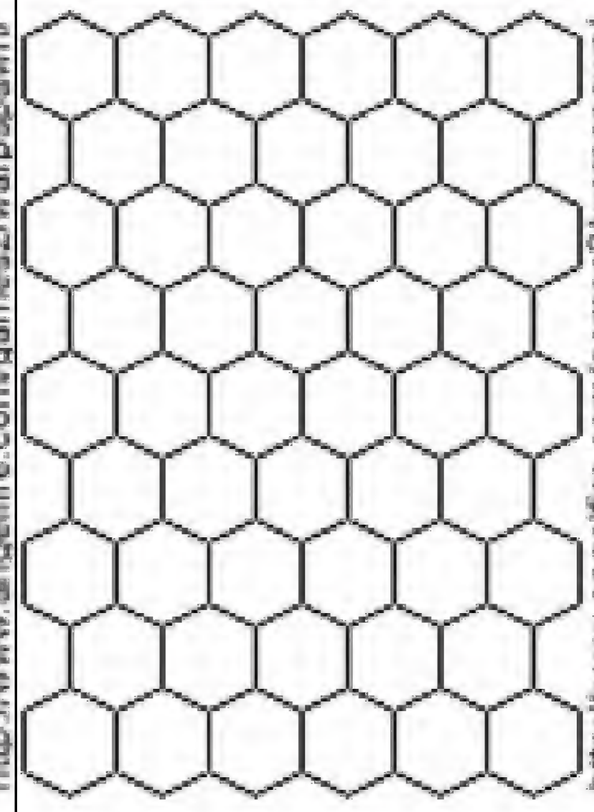




http://www.angelfire.com/games2/warpspawn/

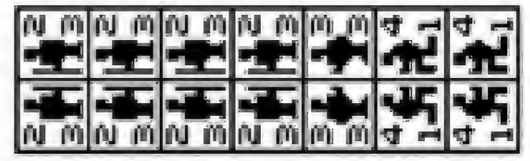
WARP SPAWN GAMES

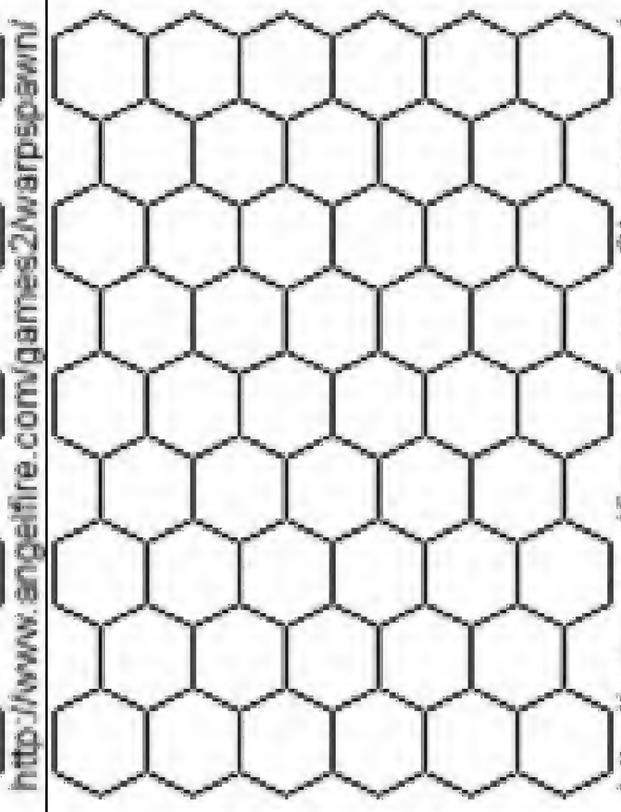




http://www.angelfire.com/games2/warpspawn/

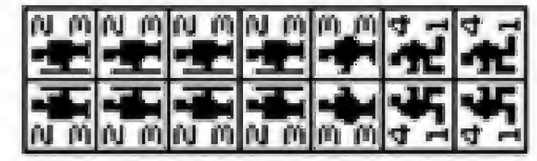
WARP SPAWN GAMES

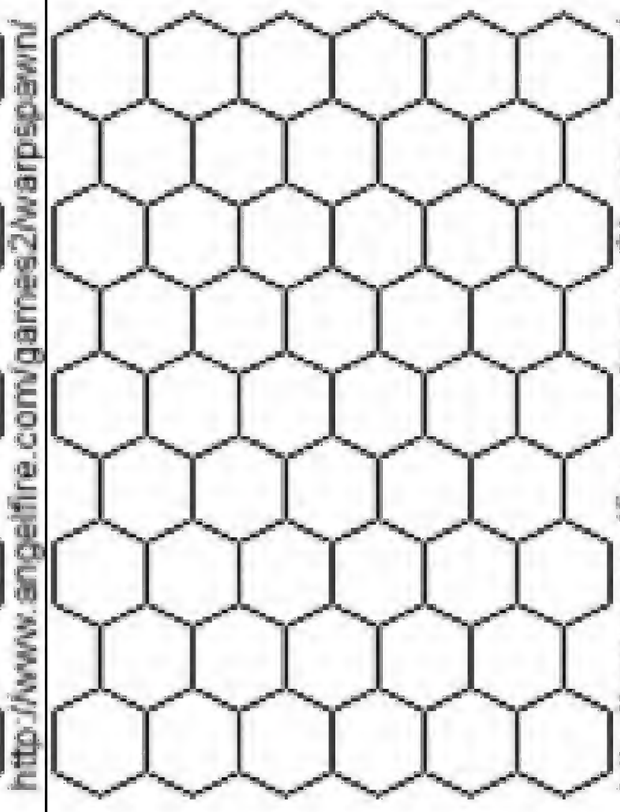




http://www.angelfire.com/games2/warpspawn/

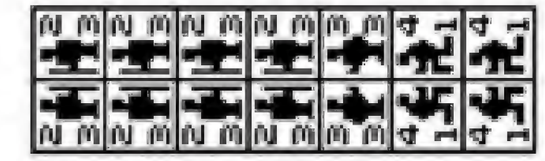
WARP SPAWN GAMES

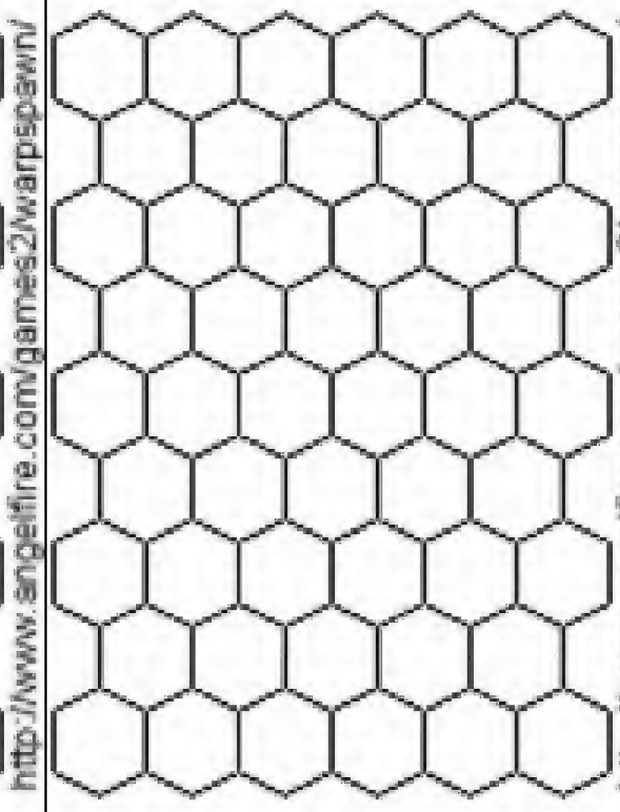




http://www.angelfire.com/games2/warpspawn/

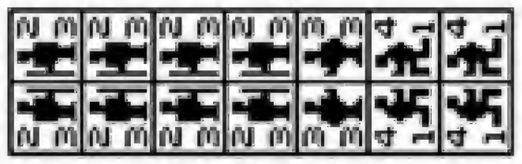
WARP SPAWN GAMES

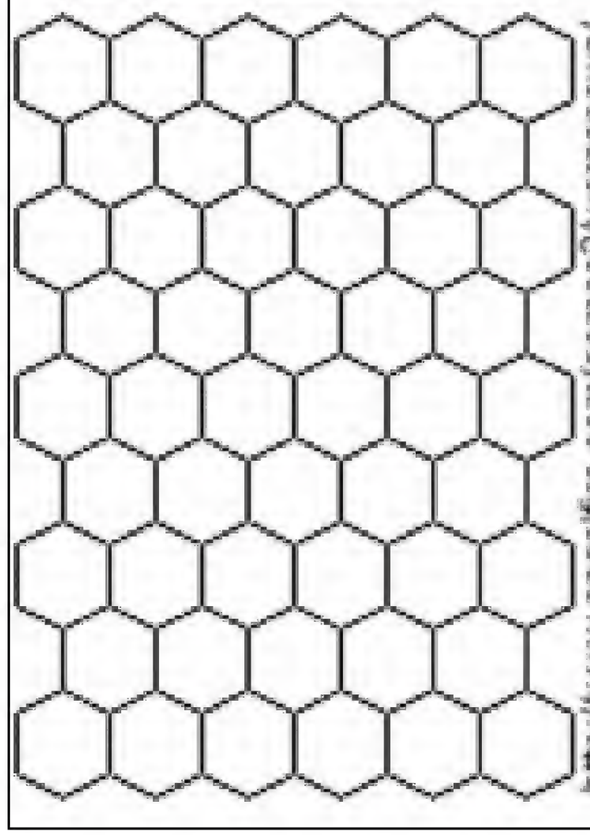




http://www.angelfire.com/games2/warpspawn/

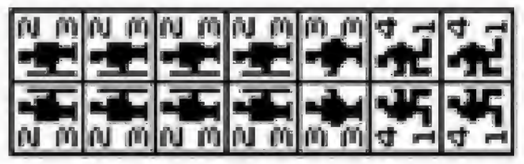
WARP SPAWN GAMES

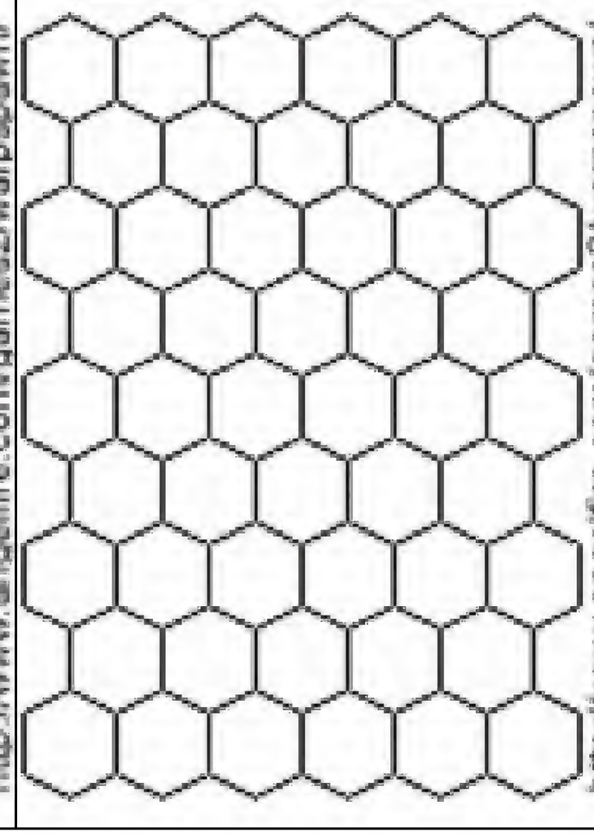




http://www.angelfire.com/games2/warpspawn/

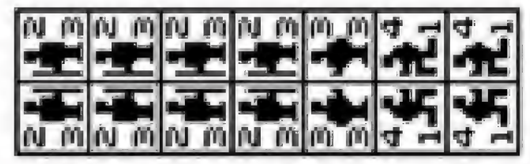
WARP SPAWN GAMES

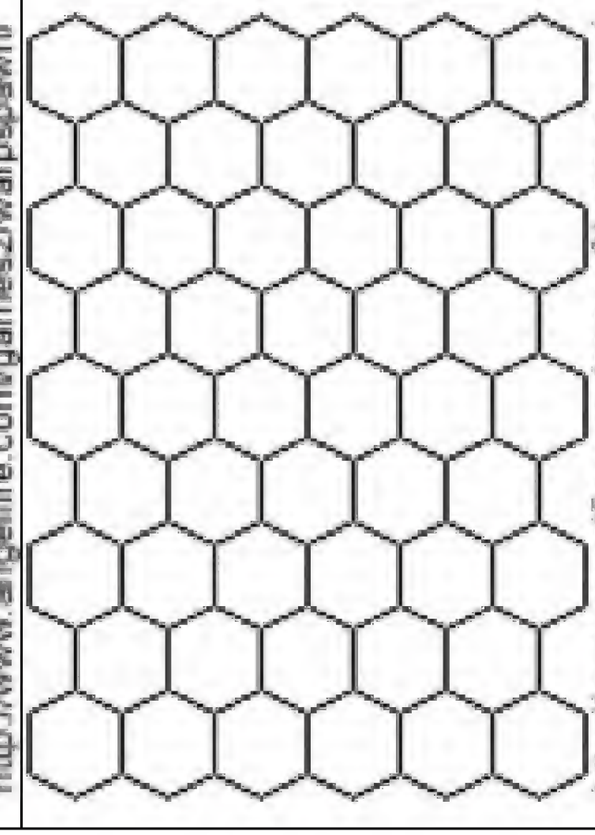




http://www.angelfire.com/games2/warpspawn/

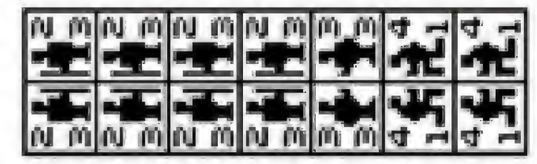
WARP SPAWN GAMES

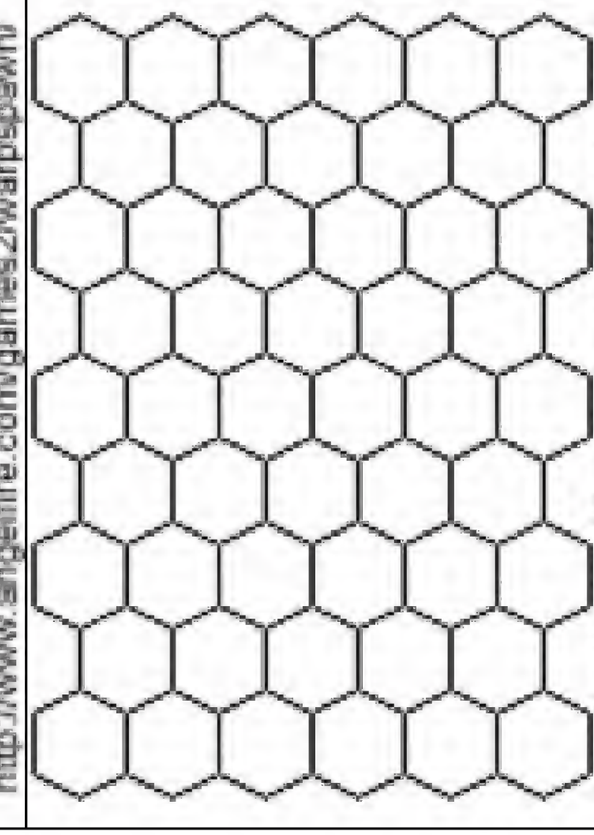




http://www.angelfire.com/games2/warpspawn/

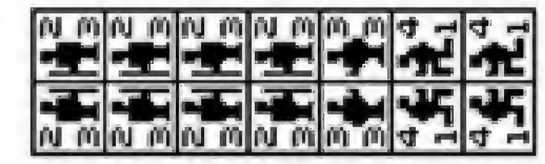
WARP SPAWN GAMES

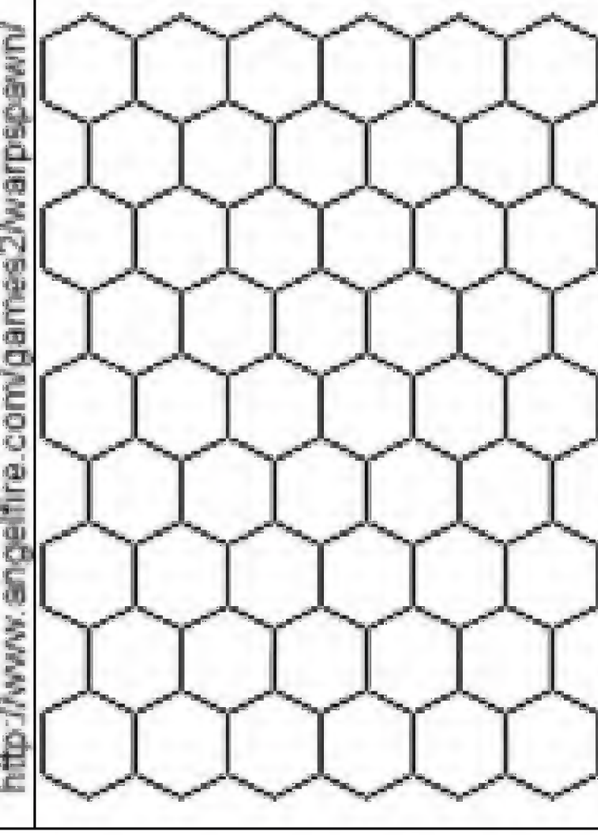




http://www.angelfire.com/games2/warpspawn/

WARP SPAWN GAMES





http://www.angelfire.com/games2/warpspawn/

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

Rules for Warp Pawns Business Card Game

by Lloyd Krassner graphics by Codexier. Print out the board and counters on a business card and these rules on the back:

Each Player sets up 7 pawns on their back 2 rows. Players take turns moving one pawn at a time. The top number on a pawn is the distance it can move diagonally. The bottom is the number of hexes it can move forward. If you land on an enemy pawn you capture it. Pawns may not jump and can not move backwards. A pawn that reaches the opponents back row is teleported by his owner back to any space on the owners back row. You win if you capture 5 enemy pawns.

VTOL Units for Ogre/GEV